

TURN SEQUENCE

1. Movement
2. Action
3. Faint Check
4. Updates

MOVEMENT SUMMARY

1. Open a hatch (1m)
2. Reflow water (0m)
3. Enter a room (optional; 0-1m)
or
Leave the sub (1m)

ROOM KEY

| ROOM NAME | ROOM NUMBER |
|------------------|-------------|
| Engine Room | 1 |
| Oxygen Pumps | 2 |
| Reactor Room | 4 |
| Missile Control | 7 |
| Equipment Stores | 8 |
| Captain's Cabin | 0 |

ACTION SUMMARY

| ACTION | TIME |
|---------------------|-----------------------|
| Unblock Door | 1-10 m + 2m |
| Extinguish Fire | 1-10 m |
| Pump Water | 1-10 m |
| Fix Engine | 1-10 m + 2m |
| Fix Oxygen Pumps | 1-10 m + 2m |
| Fix Reactor | 1-10 m + 2m |
| Stop Missile Launch | 1-10 m + 2m |
| Kill Kraken | 1-10 m |
| Draw Item Tiles | 1-4 m + 2m |
| Trade Item Tiles | 1 m + 2m |
| No Action | 1 m |
| Abandon Comrades | all remaining minutes |

ITEM

EFFECT

| | | |
|-------------------|---|--|
| Grog | May enter a room on fire. Get +3 bonus to all fix-it actions. | |
| Toolbox | Get +3 bonus to Fix Engine, Fix Oxygen Pumps, or Fix Reactor. | |
| Engine Manual | Get +4 bonus to Fix Engine. | |
| Pump Manual | Get +4 bonus to Fix Oxygen Pumps. | |
| Reactor Manual | Get +4 bonus to Fix Reactor. | |
| Deactivation Code | Get +4 bonus to Stop Missile Launch. | |
| Crowbar | Get +3 bonus to Unblock Door. | |

ITEM SUMMARY

ITEM

EFFECT

| | | |
|-------------------|--|--|
| Fire Extinguisher | May enter a room on fire. Get +3 Bonus to Extinguish Fire. | |
| Water Pump | Get +3 bonus to Pump Water. | |
| Coffee | Reduce intoxication by two. | |
| Aqualung | May leave the sub and go to the sea space. | |
| Diving Gun | Get +4 bonus to Kill Kraken. | |
| Lucky Charm | Ignore the first 3 Event Markers during Updates phase. | |